

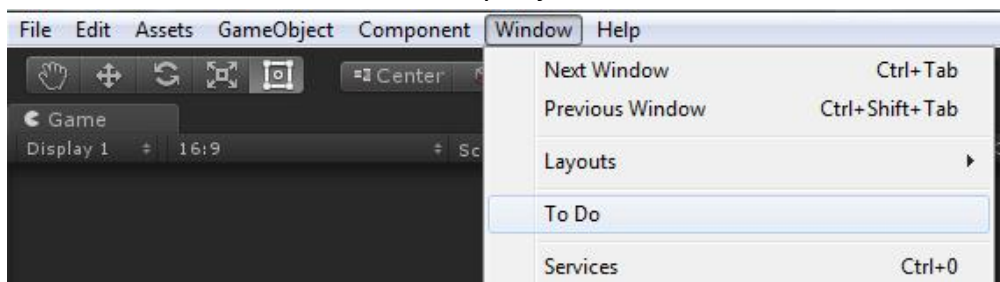
# ToDo List for Unity

- 1. Installation - p.1
- 2. Usage - p.1
- 3. Possible upgrades - p.2
- 4. Contact information - p.3

---

## 1. Installation

- Import the package to your Unity project (*“ToDo List” asset requires to be placed inside “Editor” folder, make sure this is the case after importing the package, if not – create a folder called “Editor” manually and place the folder containing script “ToDo.cs” inside the Editor folder*)
- To add a “ToDo List” window to Unity UI just click Window > ToDo



- ToDo window will pop up, you can align it with any other UI element
- 

## 2. Usage

- In any of C# or JS scripts in your project you can write a `//TODO:` tag:

```
void Start () {  
  
}  
  
//TODO:  
  
void Update () {  
  
}
```

- You can place it anywhere in your code, as many times as you wish
- Follow the `//TODO:` tag with you text describing tasks left to do as in example:

```
void Start () {  
    rb.AddForce(new Vector3(14.2f, 11.5f, 5f)); //TODO: Normalize speeds  
}
```

- To mark the task as important – simply add exclamation mark right after `//TODO:` tag and before your comment, just like here:

```
void Start () {  
    rb.AddForce(new Vector3(14.2f, 11.5f, 5f)); //TODO:! Normalize speeds  
}
```

- After saving the file, all your TODO marks should be visible in your ToDo window
- 

### 3. Possible upgrades

- You can change background color of normal and important ToDo marks at lines 91 and 93 in ToDo.cs (script located in *Editor/ToDo List*)

```
88 //Draw ToDo line
89 GUILayout.BeginHorizontal ();
90 if (!important) {
91     GUI.backgroundColor = Color.yellow;
92 } else {
93     GUI.backgroundColor = Color.red;
94 }
```

- You can add an option to handle other text based file types (like .txt) by adding “or” statement with custom file extension at line 32 in ToDo.cs (script located in *Editor/ToDo List*)

```
31 if (!assetPath.Contains ("/Editor/")) {
32     if (assetPath.EndsWith (".cs") || assetPath.EndsWith (".js")) {
33         scripts.Add (AssetDatabase.LoadAssetAtPath<MonoScript> (assetPath));
34     }
35 }
```

### 4. Contact information

For any questions contact me at:

[kabat97@gmail.com](mailto:kabat97@gmail.com)

---